

ABSTRACT OF THE DISCLOSURE

A technique for data replication and propagation allows synchronization of user interfaces on peer machines in a peer-to-peer network. Data binding synchronizes data sources and corresponding UI objects. Further, in an embodiment of the invention, object persistence is utilized to transform changed data source objects to a data stream for propagation via a peer graph record structure. A standard interface such PersistSave is then used in an embodiment of the invention to create and load the propagated object on a peer machine.